

## AMENDMENT AND RESPONSE

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9. (Twice Amended) A personalized portable video game controller comprising:

a wireless transmitter for transmitting user personalized information and video game control signals to a video game processor, the personalized identification comprises [information is selected from the group comprising of a user name,] a user age, and historical performance data;

a plurality of input controls for generating the control signals in response to movements by a user;

a non-volatile memory for storing the user personalized information; and

a receiver for receiving wireless transmissions from the video game processor, the received wireless transmissions including the historical performance data to be stored in the non-volatile memory.

16. (Twice Amended) A method of operating an interactive video system, the method comprising:

activating a processing unit;

transmitting personalized information from a controller using wireless transmissions, the personalized identification information comprising [is selected from the group consisting of a user name,] a user age, and historical performance data;

storing the personalized information in a memory of the processing unit;

authorizing operation of a video game based upon the user age;

transmitting updated personalized information from the processing unit to the controller using wireless transmissions; and

storing the updated personalized information in a memory of the controller.